ULTRA-CINEMA

## What is ULTRA-CINEMA?

A new cinematic proposal focused on immersion and enhancing the viewer's experience.

## What is required?

- Stand-alone or mobile VR glasses.

- Any audiovisual production.

- Headphones (Not strictly necessary, but enhance the experience).

## What makes ULTRA-CINEMA special?

### Correct movement.

The ULTRA-CINEMA cinematic format implements a movement correction to guarantee an exact replica of human vision keeping the "movie look", which together with the stereoscopic image, converts any audiovisual production into a three-dimensional space, thus simulating the opening of a portal to the action in question.

# Different aspect ratios.

ULTRA-CINEMA incorporates different aspect ratios, even in the same production, based on the narrative, visual or immersive needs of the production.

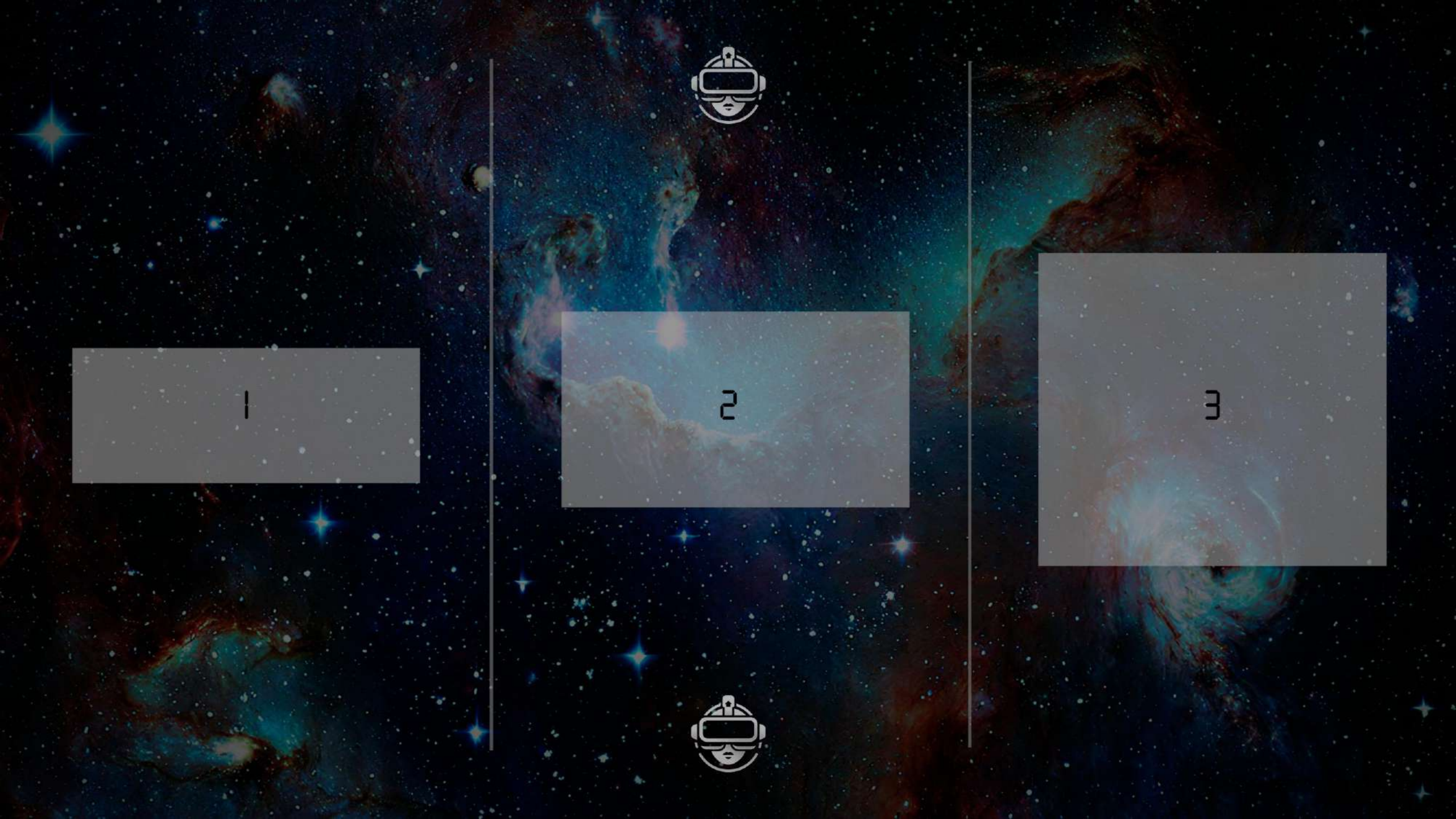
1.-Anamorphic aspect ratio.

2.-Widescreen aspect ratio.

3.-Fullscreen aspect ratio.

4.-Vertical aspect ratio.

5-Wide vertical aspect ratio.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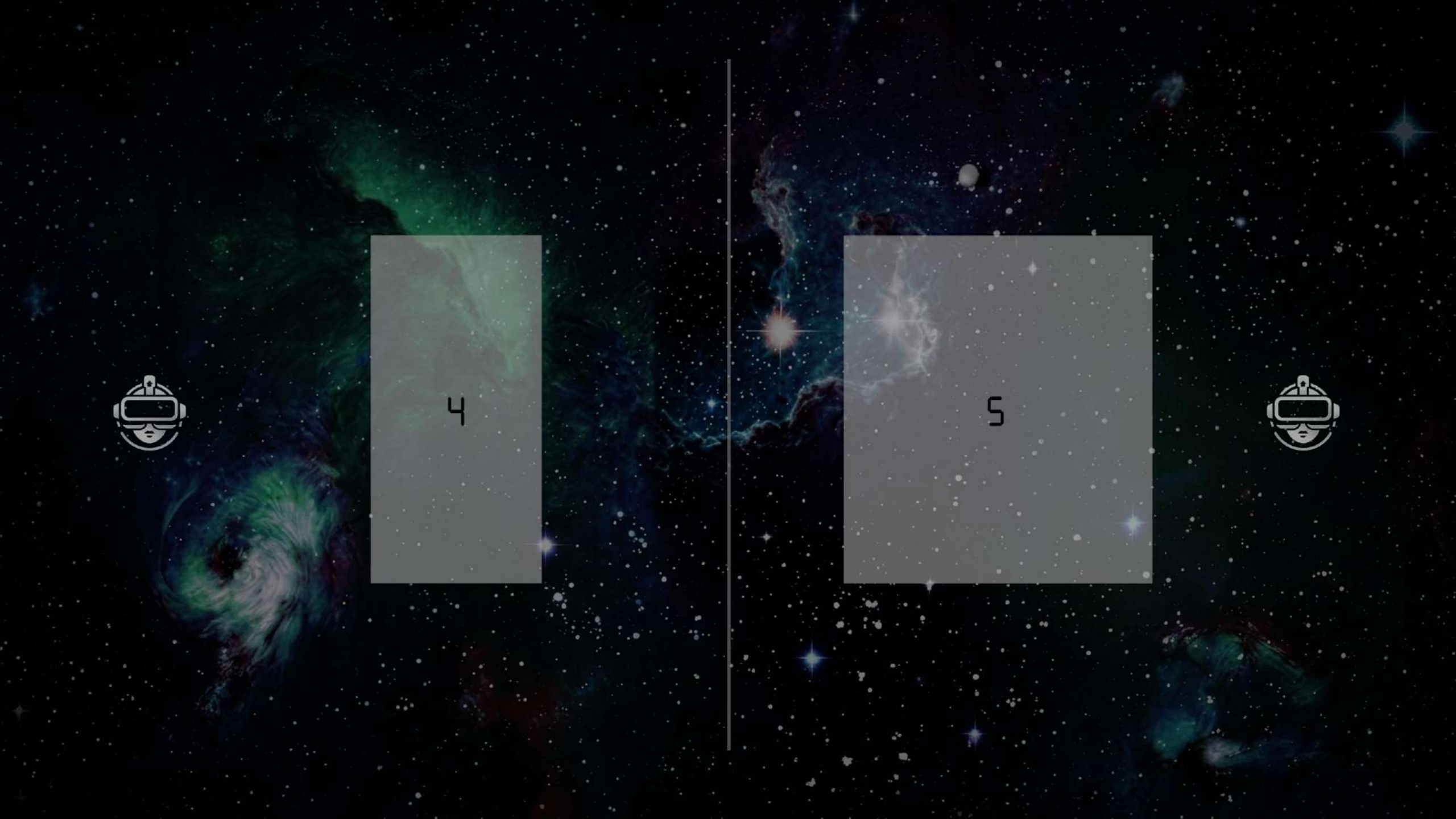
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## Ideal screen size.

Thanks to virtual reality glasses, ULTRA-CINEMA offers the ideal screen size for total immersion, placing the viewer at the center of the action and eliminating the translucent effect of a projection. The best option among movie theaters, mobile devices, screens, home theater systems, and even IMAX theaters.

(Estimated measurements not precise).

1.-Standar Home TV screen.

2.-Standar Home Theater screen/projection screen.

3.-Standar Movie Theater projection screen.

4.-Standar IMAX Theater projection screen.

5.-ULTRA-CINEMA screen.

5

4

3

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## Physical format.

Although is unnecessary, in addition to streaming, ULTRA-CINEMA productions can be stored on SD cards for lovers of the physical format and/or collectors.

Memory Card
Micro
SD

## Immersive audio.

While the ULTRA-CINEMA experience does not count with the different speakers of a movie theater or Home Theater to reproduce audio from different directions, the huge screen size of the format allows maintaining the illusion of sound coming from different zones (with headphones and devices with stereo or multi-channel speakers). At the same time, standalone VR headsets and headphones already feature advanced algorithms for reproducing spatial sound mixes while maintaining the original format and sound design of productions.

## Specifications.

-The ULTRA-CINEMA experience depends largely on the quality of the surrounding devices (SmartPhone, VR glasses, headphones) and the audiovisual production.

-Like any new experience, ULTRA-CINEMA requires a short period of adaptation. Any dizziness or sensation of strange vision disappears after the first viewings.

-It is strictly necessary to adjust the lenses of the VR glasses to the height of the eyes perfectly to avoid dizziness, headaches or visual fatigue.

ULTRA-CINEMA REQUEST.

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